

Report of the Rodeo Rules Committee
to the 23rd Annual IGRA Convention
Saturday November 10, 2007

The Rodeo Rules Committee met on Friday, November 9, 2007 from 8:00 AM until 4:15 PM.

A total of 33 persons attended the meeting, 22 of which were voting members.

The list of attendees is attached to this report. I want to thank each of the members of the committee for their attendance, professionalism, and attention to the challenges placed before them. I couldn't have asked for a better group of people to work with.

The committee considered all proposals that were received prior to the start of the meeting and those that were presented by other committees during the meeting. The proposals that were approved by the Rodeo Rules Committee are attached to this report with their respective proposal numbers. The committee recommends adoption of these proposals.

Discussion included that "new events" needed to be created, and possibly exhibited at rodeos to "freshen" our venue and show. Although some proposals were not supported by the committee, the intent of the committees that submitted these changes is respected, and we encouraged those committees to consider using Spectator Surveys, and providing concrete supporting documentation in order for this committee to support such changes.

Respectively submitted,

Chuck Browning
Co-Chairman, IGRA Rodeo Rules Committee

2007 Rodeo Rules Committee Sign In Sheet for IGRA 2007 Convention:

| Name | Association | Voting |
|------------------------|-------------|--------|
| Sammy Van Galder | SCCGRA | Y |
| Dan Iverson | AGRA | Y |
| John Beck | CGRA | Y |
| Jody Harvey | TGRA | Y |
| Dave Elliott | HGRA | Y |
| Lisa Smith | DSRA | Y |
| Michael Norman | RRRA | Y |
| Alana (Lonnie) La Bel | ASGRA | Y |
| Will Lann | NMGRA | Y |
| Mitch Petersen | NMGRA | N |
| Judy Munson | ARGRA | Y |
| Steve Schultz | ILGRA | Y |
| Chuck Kirkwood | MGRA | Y |
| Grigsby White | SMRA | Y |
| Carlos Garcia | AGRA | N |
| Travis Gardner | GSGRA | Y |
| Ernie Bowers | LGRA | Y |
| Unknown – Didn't print | SSRA | N |
| Brian Rogers | NGRA | N |
| Bill Watkins | NGRA | Y |
| Kyle Putman | NSGRA | Y |
| Skip Guthrie | MGRA | N |
| Michael Lunter | GWGRA | Y |
| De Scott | DSRA | Y |
| George Raye | SCCRA | N |
| Kelly Peebles | NMGRA | N |
| Bob West | SSRA | Y |
| Mathew Salisbury | SCCGRA | N |
| Thom M Zim..... | LGRA | N |
| Mark Samuel | CCGRA | Y |
| Heather Murray | ARGRA | N |
| Roger Bergman | GSGRA | N |
| Lester Lieu | PNWGRA | Y |

Rodeo Rules Committee - 2007 IGRA Convention –

Committee Approved Proposals:

Proposal RR-01

RULE II – REGISTRATION

Entries.

- A. With exceptions listed in paragraph 10.D, all entries for all contestants with an IGRA-assigned contestant number must be complete and postmarked by a government postal service or electronic date-time stamp for on-line registrations between the rodeo entry opening date and fifteen (15) days prior to the rodeo first performance. For those rodeos held outside the United States, (i.e., Calgary) entries must be postmarked by a government postal service or electronic date-time stamp for on-line registrations between the rodeo entry opening date and twenty-two (22) days prior to the rodeo first performance.
- B. It is the contestant's responsibility to assure their entry form includes all team member names (and IGRA numbers if possible) by close of registration.
 1. Non-compliance with the completion of team entries will result in the contestant(s) not participating in the event.
 2. In the event of a dispute regarding team members, those entry forms with matching team members will be recognized as a complete team, and those not matching will be refunded their entry fee for that event.
- C. Registration must be for three (3) hours and cannot end less than five (5) hours prior to the beginning of the first event. All registration times and earliest rodeo start time must be included on the Rodeo Application (Exhibit A3).

Proposal RR-02

13. Entry Fees for IGRA-sanctioned rodeos will be twenty three **twenty five** dollars (\$23.00 **\$25.00**) per person, per day, per event to be distributed as follows:
 - A. Sixteen **Seventeen** dollars (\$16.00 **\$17.00**) to contestant purse money.
 - B. Four Dollars (\$4.00) to the host association
 - C. Two Dollars (\$2.00) to be held in escrow by IGRA to be used as purse money for the IGRA Finals Rodeo
 - D. One Dollar (\$1.00) to support contestant online infrastructure.**
 - E. Fifty cents (\$.50) to be held in escrow by IGRA to be used for the sole purpose of financing an arena for the IGRA Finals Rodeo (see standing Rule XIV – IGRA Finals Rodeo, Section 2)
 - F. Fifty cents (\$.50) to the IGRA General Fund.

14. Entry fees for IGRA Finals Rodeo will be twenty three **twenty five** dollars (\$23.00 **\$25.00**) per person, per day, per event and will be combined with any contestant money held in escrow (see Rodeo Rule II – Registration, Number 10 Entries, Paragraph F)

Proposal RR-03

RULE I - REQUIREMENTS

1. Veterinarian.
 - A. Have a veterinarian on call for the period the Host Association permits animals on the rodeo grounds of rodeo weekend and provide post the name and telephone number in contestant packet and posted in the barn area.
 - B. **WITH NO EXCEPTION:** A veterinarian with large animal care experience will be on site during the running of all events, performance and slack, foot parade, and grand entry. Non-compliance will result in the Host Association/Chapter being fined \$1,500 for the entire rodeo. A second (2nd) consecutive rodeo violation will result in the Host Association/Chapter being fined \$3,000 for the entire rodeo and be suspended from hosting an IGRA-sanctioned rodeo the next year.

Proposal RR-04

1. ROPING EVENTS.

A. General Rules for Roping Events.

1. Lap and tap timing will be used. Two (2) Judges will be used to start and stop time. One (1) Judge will flag the barrier line at the chute. Time starts when calf or steers' nose clears the chute gate. The second Judge will be mounted on horseback and positioned in the arena to flag the finish of the event for mounted roping events. In Calf Roping on Foot, the finish flag Judge may **must** be on foot and positioned in the arena to flag the finish of the event.

Proposal RR-05

A. Calf Roping on Foot.

1. Lap and tap timing will be used. With a
2. **Contestant has a maximum** 30 second time limit, not including possible penalties **to complete their go.**
3. Each roper **is allowed to throw** will only have one (1) loop.
4. Contestants will be positioned in the roping box behind the head gate and behind a clearly marked barrier line, which will be approximately parallel with and located one (1) foot behind the chute gate hinge posts.
5. **Contestant must verify the Judges are ready, and notify the Chute Gate Puller on weather they will call or nod for the release of the calf. When Ready,** contestant signals for the calf.
6. and time starts when **As calf's nose clears chute gate, Judge will drop flag to start time.** judge flags calf's nose clearing the chute gate.
7. Contestant **must throw loop.** Loop must go completely over the calf's head, and then catch around the neck, leg(s), belly, or combination of these body parts.
8. When Once calf is roped, slack is has been pulled out of the rope, and the rope leaves has left the hand(s) of the contestant, Judge will drop flag to stop time.
9. Catch as catch can. Clean catch. Loop must go completely over the calf's' head, then catch around the neck, leg(s), belly, or combination of these body parts. A clean catch means that the slack must be pulled out of the rope. Judge will flag time when calf is roped, slack is pulled out of the rope, and the rope leaves the hand(s) of the contestant.

Then the flag will be dropped to indicate the time is complete. Legality of the catch will then be judged.

10. Following the Stop of time, Judges will determine the validity of the throw and catch and assess penalties or disqualifications.
11. There will be a ten (10) second penalty if the roper's foot steps on or crosses over the barrier line before the calf's nose clears the chute gate.
12. Reasons for disqualification.
 - a. **Snaring: Snaring is defined as holding loop in calf's path (in an attempt to have calf run into the loop) rather than skillfully throwing the loop to rope the calf.**
 - b. Signaling for release of Calf when Judges are not ready.
 - c. Ropers must throw the loop. Roping the calf without releasing the loop is not permitted. The loop must be released from the roper's hand prior to having any portion of the calf's head within the loop.
 - d. Ropers will be disqualified if entire rope is thrown at the calf.

Proposal RR-06

A. Team Roping.

1. Lap and tap timing will be used with a ninety 90 second time limit, not including possible penalties.
2. **Any individual may enter team roping twice but must switch positions, i.e.; head on one entry and heel on the other.**
3. **All changes in lists of roping order due to sharing horses must be made before any stock for that event is loaded in the chute. After stock is loaded, ropers must rope in order listed.**
4. **Each contestant will be allowed to carry only one (1) rope. Each team is allowed three (3) throws in all. "Dally" is defined to mean at least one (1) complete turn around the saddle horn.**
5. **A loop dropped to the ground is considered to be an expended loop.**
6. Team will start behind the barrier with one roper in each box.
7. **Header will signal for steer in order to begin the event.**
8. **Time starts when steer's nose clears the chute gate, and is flagged by the Start Judge.**

9. Header must throw the first loop at the steer's head. **If first loop is a miss, Header may rebuild loop and throw a second attempt.**
10. **There are only three (3) legal head catches:**
 - ?? **Both horns.**
 - ?? **Half a head.**
 - ?? **Around the neck.**
11. **After Header has made a legal head catch, a dally is required to secure the Steer, and then header must turn the animal left, across the arena.**
12. **Heeler may then throw their loop, but the steer must be moving when the heel loop is thrown.**
13. **For a clean legal catch, the heeler must rope both hind feet of the steer.**
 - a. **Any heel catch behind both shoulders is legal if rope goes up both heels.**
14. **Heeler must then dally and straighten the line between the header and heeler.**
15. **Option: HEELER TIE ON RULE - Any heeler may "tie on" but must use a quick release device. Roper may not dally over tie on. Tie on roper must finish the run as started.**
16. **Time is stopped when header and heeler have made legal catches, dallied (Heeler Option for Tie On), horses are faced with all four (4) feet on the ground, are in a relatively straight line with the steer in the middle, and ropes are tight. Finish Judge will then flag the stop of time.**
17. **Any question as to catches in this contest will be decided by the Judge.**
18. The headers horse's tail must clear the box before the loop is thrown.
19. There will be a ten (10) second penalty assessed by the Barrier Judge if either horse breaks the box before the steer starts.
20. Each contestant will be allowed to carry only one (1) rope. Each team is allowed three (3) throws in all. "Dally" is defined to mean at least one (1) complete turn around the saddle horn.
21. Time starts when steer's nose clears the chute gate. Time is stopped when header and heeler have made legal catches, dallied, horses are faced with all four (4) feet on the ground, are in a relatively straight line with the steer in the middle, and ropes are tight.

22. All changes in lists of roping order due to sharing horses must be made before any stock for that event is loaded in the chute. After stock is loaded, ropers must rope in order listed.
23. The steer must be moving when the heel loop is thrown.
24. If the header's loop hangs up on a horn or the horn wrap, catches a front hoof or hooves, shoulder, or body of the steer, it is a foul catch. Header may work slack to retrieve loop, but neither contestant may retrieve loop by hand.
25. If the heeler catches a front hoof or hooves in the heel loop, it is a foul catch. Neither contestant may recover the front hoof or hooves from the loop by hand; however, if the front hoof or hooves come out of the heel loop by the time the Field Judge drops his/her flag, time will be counted.
26. Any question as to catches in this contest will be decided by the Judge.
27. If the header's loop is on the steer, and the steer is injured or escapes the arena, the team will get lap and tap time with another steer with the rope on it in the chute. The rope will be placed on the steer in a similar manner as it was on the first roped steer. Judge shall make sure that the rope will not catch on the roping box upon release of the steer. Time will resume when the steer makes his initial move out of the chute. The header has the option of restarting in the roping box or within the arena. The heeler will restart in the roping box.
28. Any individual may enter team roping twice but must switch positions, i.e.; head on one entry and heel on the other.
29. A loop dropped to the ground is considered to be an expended loop.
30. Legal catches.
 - a. There are only three (3) legal head catches.
 - Both horns.
 - Half a head.
 - Around the neck.
 - b. Any heel catch behind both shoulders is legal if rope goes up both heels.
 - c. If only one (1) heel is caught when run is completed there will be a five (5) second penalty.

31. Penalties:

- ?? **There will be a ten (10) second penalty assessed by the Barrier Judge if either horse breaks the box before the steer starts.**

?? **There will be a ten (10) second penalty assessed by the Barrier Judge if the header horse's tail does not clear the box before the loop is thrown.**

?? **If only one (1) heel is caught when run is completed there will be a five (5) second penalty.**

32. Reasons for disqualification.

- a. If Hondo passes over one (1) horn, and the loop goes over the other horn, the catch is illegal.
- b. If loop crosses itself in head catch, it is illegal. This does not include heel catches.
- c. Cross fire catches will receive no time. If, in the opinion of the Finish Flag Judge, a heel loop is thrown before the header has dallied and changed the direction of the steer, the team shall receive no time.
- d. If the header catches one or both front feet or legs in the loop, it is a disqualification if **and** the header dallies. The header must release the rope to prevent injury to the steer.
- e. Dismounting or falling off horse before time is stopped with a legal catch.
- f. Roughly handling the steer.
- g. Ropers must throw the loop. The loop must be released from the roper's hand prior to having any portion of the animal within the loop.
- h. No tied **Tied** ropes are allowed.
- i. Header and heeler cannot switch positions during a run.
- j. If header accidentally jerks steer off its feet or steer trips or falls, header may not drag over eight feet (8') before steer regains its feet or the team will receive no time.
- k. If heeler ropes the steer around any other part of the body, there will be no time.
- l. A broken rope or dropped rope will be considered no time.
- m. Abusive treatment **of any animal** of the contestant's horse.
- n. If the header's loop hangs up on a horn or the horn wrap, catches a front hoof or hooves, shoulder, or body of the steer, it is a foul catch.
- o. If the heeler catches a front hoof or hooves in the heel loop, it is a foul catch.

Proposal RR-07

RULE V - RODEO LIVESTOCK

1. All IGRA rodeo livestock requirements must be included in the stock contract.
2. Stock Contractors bear the responsibility to know and follow all State or Provincial laws and/or rules regarding health certificates and/or Coggins tests for each State or Province that he/she is traveling in or entering, and must have the necessary paperwork that complies with each State's or Province's laws and/or rules, in regards to all of his stock, State laws can be found at Web site <http://www.aphis.usda.gov/vs/sregs/>.

All contractor's livestock shall have any necessary health certificates required by the hosting state, province, territory, facility, or the Host Association.

3. Stock contractor must carry his/her own **current** liability insurance., The policy information will be recorded on the Trustee's Rodeo Checklist and include a copy. and must provide the Rodeo Checklist Trustee a copy in hand prior to starting any Rodeo Event. The copy will **must** include the policy name, policy number, **policy expiration date**, and insurance company phone number. The Host Association may also request a copy of this liability insurance policy at the time bids are accepted. Any IGRA-sanctioned rodeo shall add the following statements to the Stock Contractor's contract:
4. Any Stock contractor's personnel working within the IGRA-sanctioned rodeo may will be removed from the rodeo arena and working areas if under the influence or in the possession of alcohol or illegal drugs of any kind during the rodeo.
5. The Host Association shall inform the Stock Contractor that IGRA contestants in IGRA rodeos are of an amateur ability, and that the bucking stock provided should must be similar to that the level used in a high school rodeo. IGRA will request that all animals in riding events shall be of amateur ability and have been tried at least once as a bucking animal before being put into rough stock.
6. No animal shall be beaten, mutilated, or cruelly prodded. Standard electric prods shall be used as little as possible. Animal shall be touched only on the hip or shoulder area with prod.
7. Mulie (non-horned) bulls, riding steers, and calves should be requested from the stock contractor.
8. Cows/heifers may be used for the steer riding event if riding steers are not available or of the proper size. If cows/heifers are used, then steers may not be used in that event.
9. All efforts shall be made by the stock contractor to provide chute dogging steers, which have been dogged, but not used for team roping in the past. All team roping steers used at IGRA-sanctioned rodeos shall be protected by horn wraps
10. Approximate weight of Requirements for livestock in the following events shall be...
 - A. **Bulls – minimum of 1,200 pounds, Non-horned, or with horns blunted to a minimum diameter of a fifty-cent piece, with smooth, rounded and non-jagged edges.** A minimum weight for bulls shall be 1,200 pounds.
 - B. **Bareback Broncs – Minimum 1,000 pounds, been previously bucked, and proven capable of the event.**
 - C. **Riding Steers – minimum of 900 pounds, non-horned, or with horns blunted to a minimum diameter of a quarter, with smooth, rounded and non-jagged edges.** Animals used for steer riding 900 to 1,200 pounds. Cows/Heifers may be used for the steer riding event if riding steers are not available of the proper **weight size**. If Cows/Heifers are used, then steers may not be used in that event.
 - D. **Steers– 400 to 500 pounds, and must have minimum of seven inch horns, blunted to the diameter of a dime, with smooth, rounded and non-jagged edges.**

- E. Calves - weighing 200 to 300 pounds, **no horns, with no more than a 30 pound difference between animals in the herd.** for calf roping.
 - F. Common goats - are to be of healthy stock with a minimum height requirement of 25 30 inches at shoulder, but no weight requirement. Goats should be **and be similar/same in breed, height and size.** No Billy goats or fainting goats. **Goats shall be exchanged after every eight (8) heats.** **(This is in the Camp Events General Rules and is redundant)**
 - G. **No animal with steel reinforcing bar or plaster on the horns shall be allowed in the competition.**
11. Two (2) groups of 400 to 500 pound steers. **Grouping of Steers** - The Chute Coordinator and Stock Contractor shall determine which animals are in each group. One group for chute dogging and steer decorating. The other group **One group** for team roping. and **One group** for wild drag race. All stock must be run through the event chutes and through the arena prior to the start of the rodeo where conditions permit. **Team Roping Steers cannot be used for any other event, must have been previously roped, and have protective Horn Wraps during the event. Chute Dogging Steers must have been previously dogged or wrestled a minimum of four times, and have not been previously used for Team roping.**
 12. Any livestock concerns should be addressed to the Arena Director and/or Chute Coordinator.
 13. The Arena Director and/or Chute Coordinator will inspect stock upon arrival, **and Animals for all events will be inspected before prior to each** the first rodeo performance. and no **No** sore, lame, sick, **diseased**, or injured animal, or animal with defective eyesight, will be used in the Rodeo Events. shall be permitted in the arena.
 14. All IGRA stock requirements shall be included in the stock contract. (see #1 above)
 15. **It is the responsibility of the Arena Director and/or Chute Coordinator to insure that Stock Contractor's all horned animals are under follow the guidelines in Rule #9. have their horns tipped or cut back. The objective is to have the horns smooth or rounded with no sharp or jagged edges. Guidelines for the Arena Director and/or Chute Coordinator: bull horns should be blunted to approximately the diameter of a quarter fifty cent piece; steer horns should be blunted to approximately the diameter of a dime quarter; and for camp events and chute dogging, the horns should be a minimum of seven inches (7") long measured from the hair line out to the end of the horn on each side of the steer's head. If an animal does not meet any of the above specifications, said animal shall be removed from competitive status. if the Arena Director believes there are enough other animals for the competition. No animal with steel reinforcing bar or plaster on the horns shall be allowed in the competition.**
 16. Animals for all events will be inspected before the first rodeo performance, and no sore, lame, sick, or injured animal, or animal with defective eyesight, shall be permitted in the arena.
 17. Two (2) groups of 400 to 500 pound steers. The Chute Coordinator and Stock Contractor shall determine which animals are in each group. One group for chute dogging and steer decorating. The other group for team roping and wild drag race. All stock must be run through the event chutes and through the arena prior to the start of the rodeo where conditions permit
 18. Arena Director and/or Chute Coordinator may must pull rodeo livestock from competition for the following reasons...
 - A. Unfit. If animals are **Animals** found to be unfit on the first day of the rodeo, they shall be pulled from competition. These animals can be re-evaluated on the second day of the rodeo and may be used if found to be fit. The stock contractor will be informed that a veterinarian is available.
 - B. Hazardous. If any animal is Animals pulled at any time due to the animal's behavior which could jeopardize the contestants' well being, these animals are to be visibly marked and will not be used for that event for the remainder of the weekend.

In either of the above situation(s), the Stock Contractor must be informed of these decisions.

19. **(Move to #7)**No animal shall be beaten, mutilated, or cruelly prodded. Standard electric prods shall be used as little as possible. Animal shall be touched only on the hip or shoulder area with prod.
20. If an animal is injured during an event, it shall be removed as soon as possible from the arena to a place as isolated and comfortable as possible to reduce stress to the animal. Each rodeo shall provide a method and the equipment necessary to remove injured animals from the arena.

Proposal RR-08

A. Chute Dogging.

1. (previously 11) Event requires two (2) Judges and three (3) timers.
2. **Arena Buzzer or Horn will “sound” to indicate the end of the 60 second time limit.** Chute dogging is set up in the bucking chutes. Time limit will be sixty (60) seconds timed by three (3) hand stopwatches. An arena buzzer or horn will indicate the end of the event.
3. All **chute dogging** steers are "luck-of-the-draw". There will be no re-runs except in the case of an injured steer, interference, or the steer escaping the arena while in the contestant's control and allowed time limit.
4. Contestant will get into the chute with the steer and position self for start of the event.
5. **Contestant is responsible for obtaining Judges clearance before signaling for their “go”, then contestant** Contestant calls signals for the event to start. As the gate begins to open, the Start/Finish Judge will simultaneously flag and whistle the start of the event. This Judge's Flag signals the start of the Timers' stopwatches.
6. **As the gate begins to open, the Start Judge will simultaneously flag and whistle the start of the event. This Judge's Flag signals the start of the Timers' stopwatches.**
7. The Line Judge will whistle when steer's nose once all four feet of the steer have crossed the ten foot (10') line, and then the indicating contestant may **begin to “dog” the steer.**
8. **Contestant must use their strength and skill in a manner to bring steer to a stop, or change its direction.**
9. **Once the line judge has whistled, contestant must then twist steer down by applying hold to head and/or horns, without crossing steer's path.**
10. **Steer will be considered legally down only when lying flat on its side with all four feet clear from underneath him. Contestant must maintain control of steer when flagged.**

11. **Once the steer is legally down**, The the Start/Finish Judge will flag the end of the event once the steer is dogged. **Judge's Flag signals the stop of Timers' Stopwatches.**
12. The Start/Finish Judges will then rule on the legality of the actions leading up to and including the finish flag ending the event.
13. **If contestant signals for start of the event and Judge(s) have not given clearance, contestant will be disqualified.**
14. If the contestant dogs the steer before the **Judge's whistle has indicated the fourth foot crossing nose has crossed** the ten foot (10') line, he/she **they** may let the animal up and to continue the event, **or be disqualified for an illegal dog.**
15. **If steer is knocked down, tripped, or thrown, by putting head/horns into ground, by contestant crossing steers path, or any other unskilled or illegal fall, steer must be let up and thrown in the legal manner, or contestant will be disqualified.**
16. If the contestant loses **physical contact with Steer**, control of the animal (physical contact), contestant is disqualified. he/she is disqualified and the time stops. If the strength/skill of the contestant has the steer beginning to fall in a legal manner, but the contestant releases the steer prior to the Judge's flag, the contestant will be disqualified.
17. If the steer is not dogged within sixty (60) seconds, the Judge will inform the contestant that he/she is disqualified.
18. **If Contestant places their finger(s) in the steer's eye(s),** Contestant will be disqualified. for placing finger(s) in steer's eyes.
19. (move up) If the contestant dogs the steer before the nose has crossed the ten foot (10') line, he/she may let the animal up and continue the event.
20. A steer is considered down when it has been taken down by the strength/skill of the contestant so that it is lying on its' side with all four (4) feet pointed the same direction as the nose when in a natural position. If the steer is taken down in a manner other than specified below (e.g. using a foot or leg to trip causing it to flip, etc.) the contestant shall allow the steer up and attempt to dog the steer in the following prescribed manner.
 - a. A legal fall will have the steer's legs following the same clockwise or counter-clockwise turn of the head.
 - b. A dog fall will have the steer's feet going one way while the nose is going the other way.
 - c. In the case of a dog fall, contestant must move the steer's head in either direction to obtain the correct position.
21. **(moved up)** All steers are "luck-of-the-draw". There will be no re-runs except in the case of an injured steer, interference, or the steer escaping the arena while in the contestant's control and allowed time limit.
22. If the Judge determines that the event was completed within the time limit, but no time is recorded, the contestant has the option of taking the maximum time allowed or having a re-run.

23. **At Judge's discretion, contestant** Contestant will **may** receive a re-run at the Judges' discretion for the following occurrences: interference, Injured Animal, Animal escaping arena under contestant's control, arena equipment failure, or a Rodeo Official's or other / arena personnel's error during the event. If a qualified dog was completed, the contestant has the option of keeping their original time, or accepting the re-run. However; if the contestant has no way of knowing **is unaware, that something did not happen or function correctly** and they continues to compete, the contestant **MUST** make a qualified dog in order to get **a re-run** another chance.
24. (moved up)Chute dogging requires two (2) Judges and three (3) Timers for the official stopwatch dogging time.

Proposal RR-09:

2. ROPING EVENTS.

A. General Rules for Roping Events.

1. Lap and tap timing will be used. Two (2) Judges will be used to start and stop time. One (1) Judge will flag the barrier line at the chute. Time starts when calf or steers' nose clears the chute gate. The second Judge will be mounted on horseback and positioned in the arena to flag the finish of the event for mounted roping events. In Calf Roping on Foot, the finish flag Judge may **must** be on foot and positioned in the arena to flag the finish of the event.

Proposal RR-10:

Page 57 Rule XI Rules for Events

4. Camp Events

D. Goat Dressing

2. Goats shall be exchanged after **a maximum of** every eight (8) heats. **The number of heats per goat will be announced prior to the running of the first heat.**

Proposal RR-11:

Page 78 Rule – Registration

21. A mandatory meeting and roll call for new contestants will be held before the start of the rodeo. All new contestants will be notified of the meeting and the requirement of disqualification for failure to attend. Items to be discussed, but not limited to, include dress code, use of alcohol and drugs, tie down and safety persons, shared riggings, knowledge of rules, animal safety and welfare, and other general information. This meeting will be held by the Arena Director or his/her designee. Any questions or rule clarifications from all contestants or rodeo personnel may also be addressed at this meeting. The time and place of the meeting will be posted at Friday night's registration. Attendance is required in order to compete or **the contestant will be disqualified and all entry fees will be forfeited, unless both the Rodeo Secretary and the Arena Director excuse the contestant from the meeting.**

Proposal RR-12:

RULE VIII - RODEO PRIZES AND PAYOFFS

1. Purse Day and Prize Money.
 - A. Entry fees designated as purse money will be distributed back to contestants. If an event purse is not won, it will be held in escrow by IGRA for the Finals Rodeo contestant purse. Purse money will be awarded to contestants on a daily basis by the formula in 1.E and 1.F below. Entry fees are defined as day money. Day Money will be distributed back to contestants based upon formulas found in 1.E and 1.F below, and day money that is not awarded by the end of a particular Rodeo Weekend will be held in escrow by IGRA for the Finals Rodeo Contestant Day money.

Proposal RR-13:

RULE X - GENERAL RULES (rewrite/renumber)

Paragraph 17 A meeting under the direction of the Rodeo Secretary will be held within thirty (30) minutes after the close of rodeo registration. The following rodeo personnel and their assistants will attend: Judges, Scorekeepers, Timers, Announcers, Arena Director, Chute Coordinator,

Rodeo Director, and the Rodeo Checklist Trustee. Any of these officials unable to attend this meeting due to circumstances, i.e.; flight delay,, etc., will be briefed by another Rodeo Official prior to the start of the rodeo performance of the first rodeo event on any discussions that took place. It is mandatory that the Scorekeeper hold a training session with the Timers immediately following the Officials Meeting that night or prior to the start of the first rodeo event the next morning. The purposes of these **this** meetings will be to clearly inform and define each person's duties and responsibilities, **and to make known any special situations which may take place.**

Paragraph18 It is mandatory that the Scorekeeper hold a training session with the Timers **and Assistant Scorekeeper(s) before or** immediately following the **Secretary's** Officials Meeting. that night or prior to the start of the first rodeo event the next morning **The purpose of this meeting will be to inform and define each person's duties and responsibilities and to test the accuracy of the hand stopwatches.**

Proposal RR-14:

Page 79 Rule III – TIMERS

RULE III - TIMERS

3. Hand stopwatches will be used as the official time for events where an electronic timing light is not **to be** used. For camp events, there will be one (1) or two (2) stopwatches per team (see General Rules for Camp Events). For rough stock riding events, the official time will be a stopwatch held by one of the Judges. For roping events and chute dogging, there will be three (3) hand stopwatches used. All times will be recorded **unless a Timer reports a "no time"**. If three (3) stopwatch times are available, the high and low hand stopwatch times are not used, and the hand stopwatch time in the middle is the official time. If only two (2) hand stopwatch times are available, the average time will be used **with no round offs**. If only one (1) hand stopwatch time is available, the contestant will have the option of accepting that time or to re-run rerunning the event. The contestant must make their decision prior to any other contestant competing in the event.

7. Roping events, horse speed events, and Chute Dogging shall have only three (3) designated **official timers** Official Timers. The Scorekeeper will record only those three (3) designated official times for roping events and Chute Dogging. For horse speed events, the scorekeeper will only record the electronic timing light time. If **at any time** an electronic **timing light** time is not available for an individual run, all three (3) designated stopwatch times will be recorded and be considered the official time, unless the contestant accepts a re-run (see General Rules for Speed

Events, Paragraph 2). If an electronic timer is not available for an entire event, all three (3) designated stopwatch times will be recorded for all contestants and considered the official time **refer to General Rules for Speed Events, Paragraph 2, Parts A & B**

Page 109 Rule VI – Rules for Events

Section 3. Speed Events

Paragraph A. General Rules for Speed Events

1. Second Sub-Paragraph of this section: Letter next sub-paragraph A and the following sub Paragraph B Sub-Paragraph A will read as it does now:
 - A. All rodeos shall be required to use an electronic timing light for all speed events. Three (3) hand stopwatches will be used as a back-up backup. The Scorekeeper will record only the electronic timing light time. If the electronic timing light malfunctions for a contestant, the Scorekeeper will record the **hand** stopwatch times (**as defined in the following sub-paragraph B**) and ensure that the contestant is advised immediately of the situation. The contestant will have the option of accepting the hand stopwatch time or rerunning the event. The contestant will be advised of the hand time before making a decision and must make that decision immediately. If three (3) stopwatch times are available, the high and low hand stopwatch times are not used, and the hand stopwatch time in the middle will be used. If only two (2) hand stopwatch times are available, the average time will be used. If only one (1) hand stopwatch time is available, that time will be used. If the electronic timing light permanently fails as determined by the Arena Director, stopwatch times will be used for all remaining contestants in the event for that go-round. (Refer to Rule III. Timers, paragraph 3)
 - B. **If the contestant opts to accept the stopwatch time instead of taking a rerun, all stopwatch time will be recorded.** If three (3) stopwatch times are available, the high and low hand stopwatch times are not used, and the hand stopwatch time in the middle will be used. If only two (2) hand stopwatch times are available, the average time will be used **with no round offs**. If only one (1) hand stopwatch time is available, that time will be used. If the electronic timing light permanently fails as determined by the Arena Director, **hand** stopwatch times will be used for all remaining contestants in the event for that go-round **as defined in this sub-paragraph.** (Refer to Rule III. Timers, paragraph 3)

RULE I - REQUIREMENTS

4. Offer events from approved list.
 - A. Each rodeo must provide:
 1. Four **Three** (4) **(3)** Rough Stock events.
 - a. Bareback bronc riding can be added as an additional fourth rough stock event
 2. Three (3) Roping events.
 3. Three (3) Speed events.
 4. Three (3) Camp events.